

COS20007 Object-Oriented Programming

Topic 02 Part A

Framework Classes: Collections



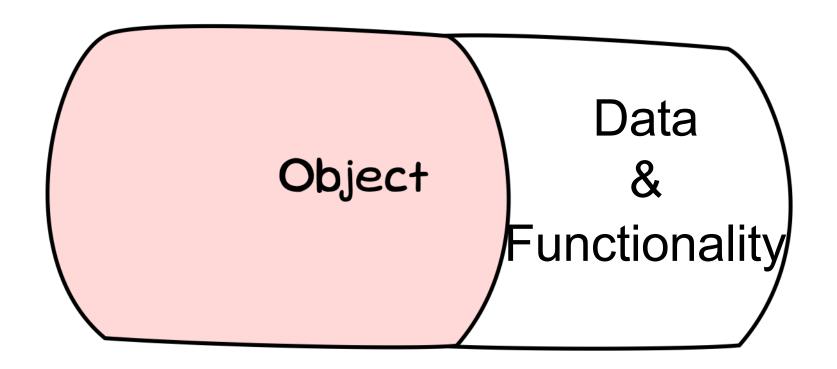
Learning Outcomes

- Recap Week 1's lecture
- NET framework class overview

Data Collections

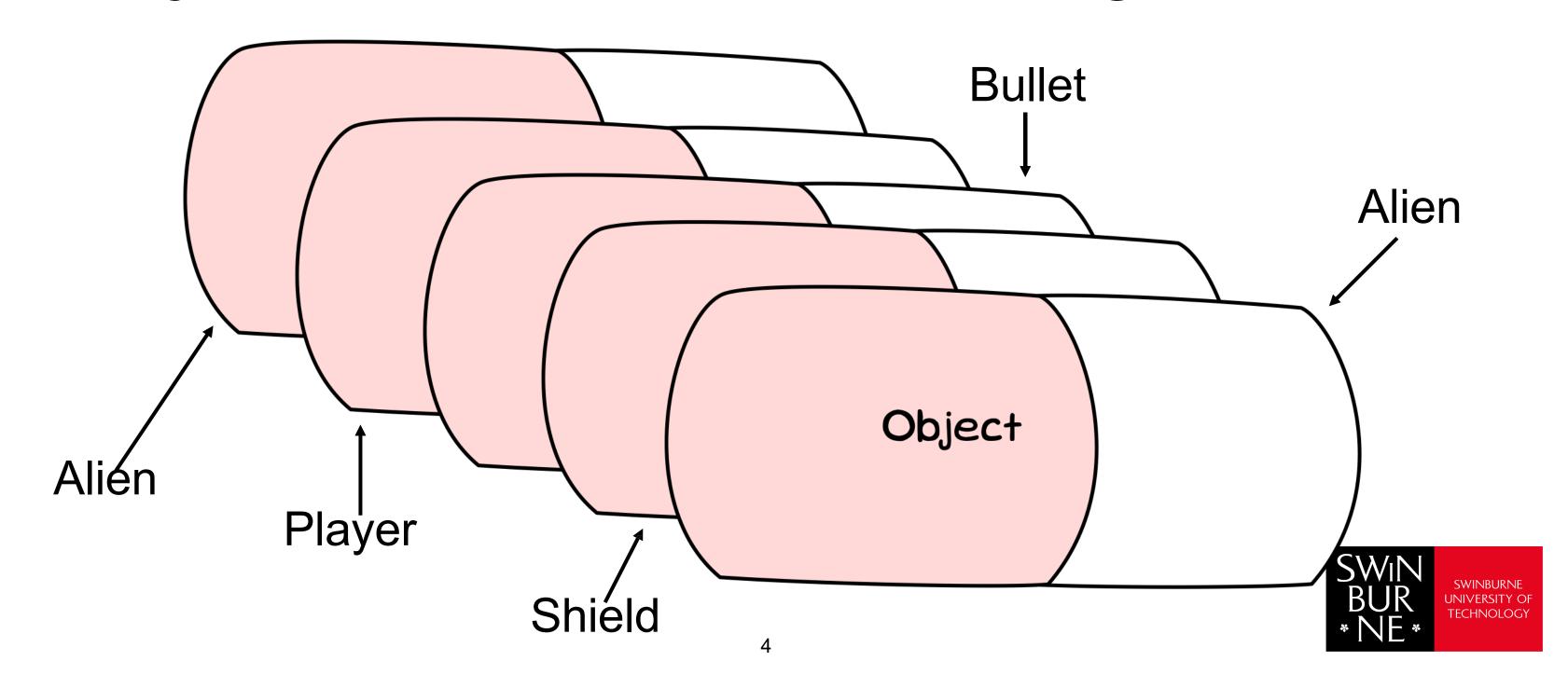


Objects know and can do things

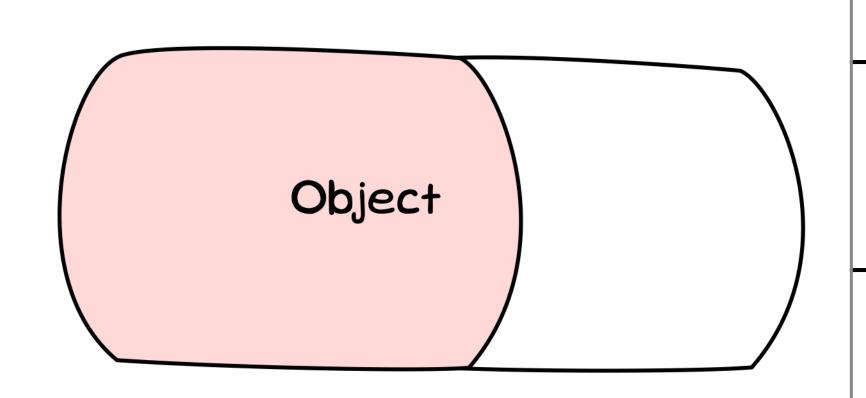




Developers create programs using many objects that each perform a given role



Many programs require the same kinds of objects — creating a range of common roles



List

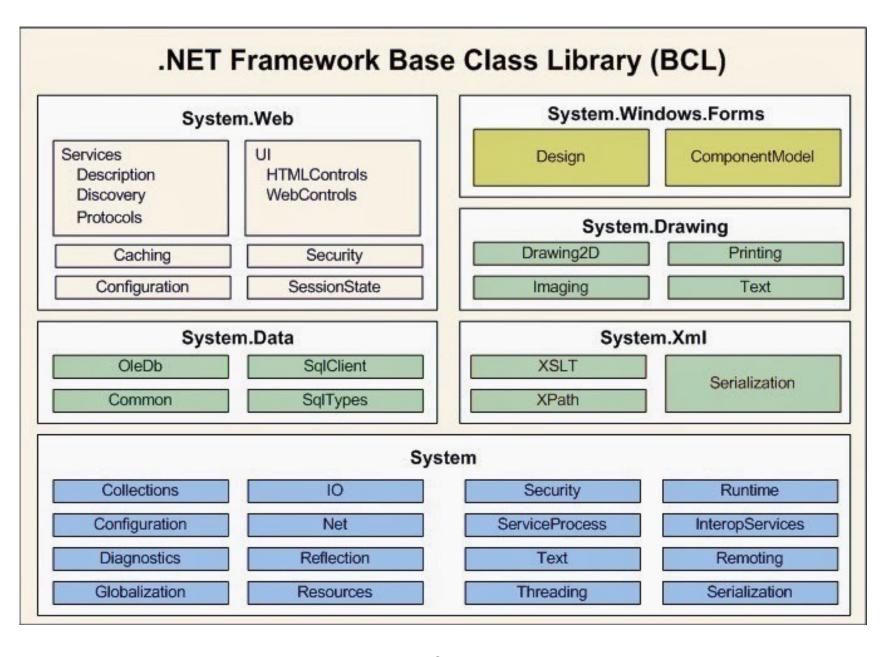
Knows the objects it contains

Can add objects
Can insert objects
Can remove objects

. . .



Reusable classes greatly help developers save time and avoid bugs





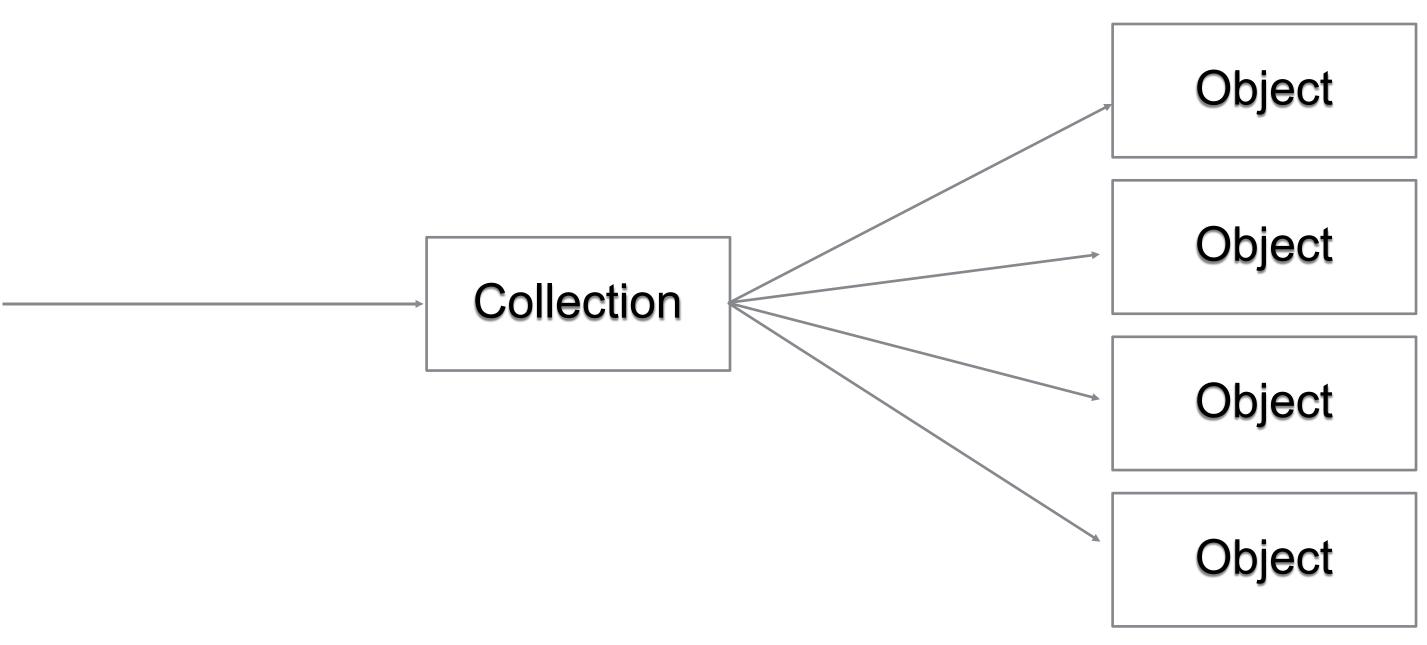
Use classes from the language's class library to provide common roles



Start using collection classes to manage numbers of objects



Collection objects know a number of objects, and manage access to these for you





Use different collection types for different features based on how they store objects

List

Array
Index based access

Dictionary

Hash map Key based access



Tell the collection the kind of data it will store

List <T>

Array
Index based access
T = type of data in array

Dictionary ≤K,V>

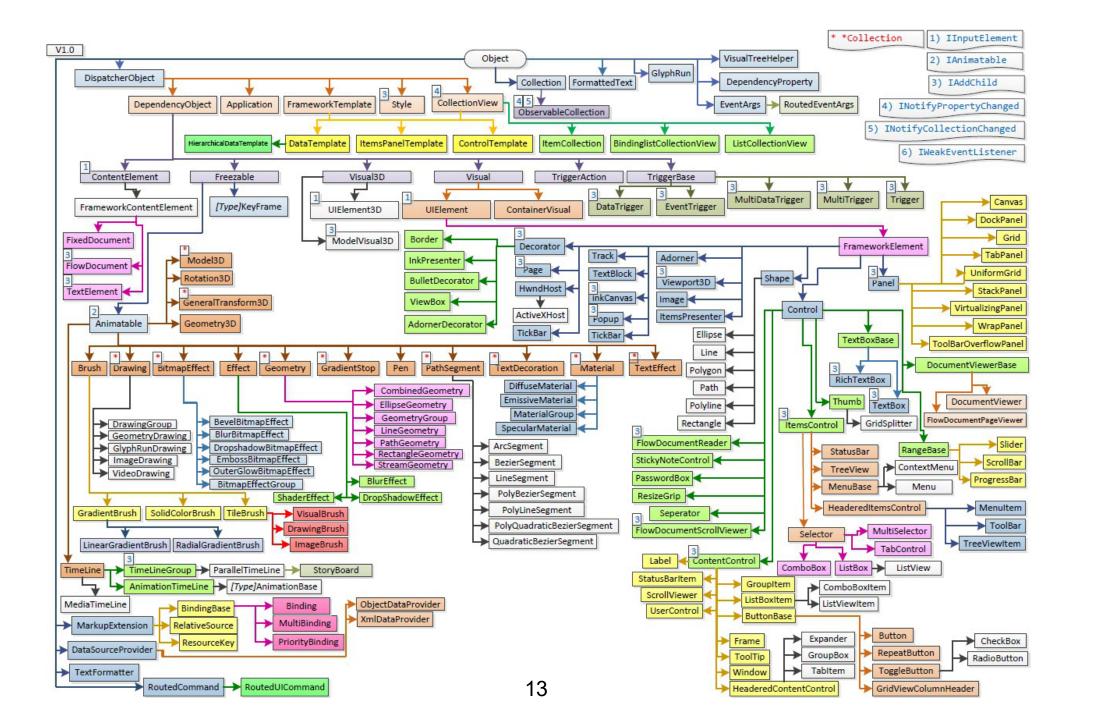
Hash map
Key based access
K = type of data for key
V = type of data for value



Explore other aspects of the class library as you develop experience



Use visual objects from GUI frameworks to build user interfaces



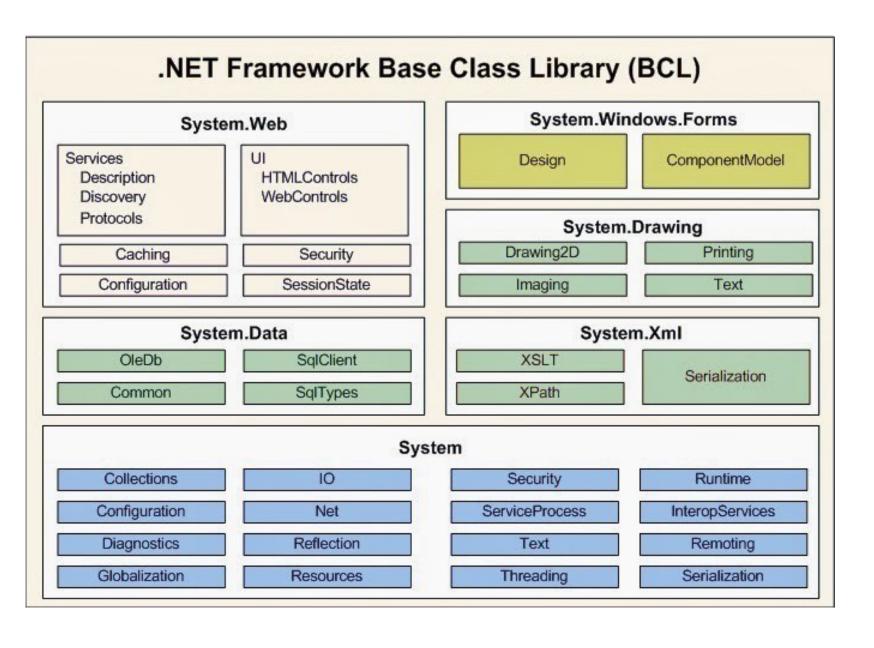


Data frameworks provide access to database and files





... and the rest. Frameworks cover an extensive range of features.





Take away message

- NET framework comes up with many useful classes. Do not invent the things you can use from class library.
- Those classes should typically provide same functionalities across different OOP languages
- List container is different from Dictionary. It is up to your design requirement.